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## COS20007 Object Oriented Programming - Task 5.2P

## Screenshot of unit test passing

```
Visual Studio File Edit View Search Git Project Build Debug Tools Window Help
                                                                                                                                                                                                             ⊙ A 🕞 🤝 Q 👺 🦑 Wed 15 Jun 00:46
                         ☐ IdentifiableObject > Debug > ☐ Default
                                     ♦ Look_At_Unit_Test > M Test_Look_At_Gem_In_Bag()
                                                       using System;
using Iteration;
using NUnit.Framework;
namespace Iteration
                                                                                                                                                                                                                              ✓ Ø IdentifiableObject
✓ Ø IdentifiableObjectTest
      Ess Connected Services
     Dependencies

Bag.cs
                                                             [TestFixture]
public class Look_At_Unit_Test
{
    LookCommand lookCommand;
    Player glayer;
    Bag bag;
    Item item1;
    Item __gen;
    [SetUp]
                                                                                                                                                                                                                                      >  Inventory_Unit_Test
                                                                                                                                                                                                                                          Test Look At Gem
      Object.cs
Player.cs
                                                                [SetUp]
public void SetUp()
{
    player = new Player("Sir Arthur Dayne", "the Sword of the Morning");
    _bag = new Bag("Bag1", "This is a bag", new string[] { "bag1" });
    _item1 = new Item("The greatsword Dawn", "Sir Arthur Dayne's sword", new string[] { "weapon"
    _gem = new Item("GEM", "a ruby", new string[] { "gemID"});
                                                                                                                                                                                                                                          Test_Look_At_Gem_In_me
      Program.cs
                                                                                                                                                                                                                                          Test Look At Me
      B Connected Services
     Dependencies – 4 upd

BagUnitTest.cs
                                                                                                                                                                                                                                          Test_Look_At_Unk
                                                                  _lookCommand = new LookCommand();
       LookAtUnitTest.cs
      UnitTestIteration1.cs
                                                                       //act
_player.Inventory.Put(_item1);
string expected_output = "You are Sir Arthur Dayne-the Sword of the Morning\nYou are carrying
string output = _lookCommand.Execute(_player, new string[] { "Look", "at", "inventory" });
  ■ Build Output
Build: 0 errors, 14 warnings
⊗ 0 △ 14 A Build: 0 errors, 14 warnings
                                                                           15 et 0 0 0 ×
```

Screenshot from my Mac on June 15th, 2022